

SPACE HARRIERTM II



SEGA[®]


GRANDSLAM

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SPACE HARRIER IITM

INSTRUCTIONS FOR PLAY

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SPACE HARRIER II™

LOADING

NOTE FOR AMIGA AND ST OWNERS

To avoid the risk of computer virus infection it is best to switch off the computer for at least thirty seconds before loading any game.

AMIGA Insert the disk and reset the computer. The game should now load.

ATARI ST Insert disk 1 and reset the computer. Insert disk 2 when requested.
N.B.1 Disk 2 may be inserted into drive B.
N.B.2 Disk 2 is only required if drive A is single sided.

C-64

Disk LOAD "*"8,1

Tape Rewind to start of side 1: Press SHIFT RUN/STOP

AMSTRAD CPC

Disc Insert disk and type ICPM. (the I symbol is obtained by pressing the shift and the @ key.)

Tape Rewind to start of side 1 (labelled): Press CTRL and the Small Enter key.

Owners of the 464/664 computers will be required to turn over the tape during loading. Please follow the on-screen instructions.

SPECTRUM

+3 Disk Insert disk. Reset computer and press ENTER.

Tape Rewind to start of side 1 (labelled): Type LOAD "" (128K owners should use the LOADER or LOAD "" from the 128 Basic)

Owners of the 48K Spectrum will be required to turn over the tape during loading. Please follow the on-screen instructions.

MSX

Tape Rewind tape to start of side 1. Type LOAD "CAS";r
Please turn over the tape when requested.

PLAYING THE GAME

You assume the role of the Space Harrier in your quest to rid the Fantasy Land of the cruel tyranny imposed by the Dark Harrier.

To succeed you must battle your way through twelve levels of awesome dangers. Each level culminates in a terrifying guardian which must be overcome in order to proceed to the next round.

Once all twelve levels have been completed you move onto the final conflict. In this round you will have to meet all twelve guardians before the ultimate battle with the Dark Harrier.

OPTIONS

You may start the game at any of the twelve levels. When the name of the round appears (the first is STUNA AREA) you may advance through the levels by moving right. (moving left will take you back)

BONUS ROUNDS

During the course of the game you may enter a bonus round, these occur at various stages. Whilst on your jet-board destroy as much as possible in order to gain extra points and lives.

CONTROLS

The joystick is used to control your player on all versions.

In addition to the joystick option the Spectrum, Amstrad, MSX and C-64 will have the option of using the Z,X,O and K keys and the Space Bar to fire. The ST and Amiga will allow the use of the mouse.

NOTE:-

Using the DIRECTION option from the menu page it is possible to reverse the UP and DOWN controls. (This option is only available if using the keyboard or joystick).

Using the RAPID FIRE option will simulate an AUTO-FIRE joystick.